## Custom Minimap Instructions

First you have to create an image of **256x256** pixels and **convert** it to **blp.**

The image will be stored in **patch-3.mpq** or **your custom patch** in the following directory path:

**textures/minimap/custommap55.blp**

I will explain below why I named the image like that according to the example given.

Next you have to extract the last version of **md5translate.trs** file found in **textures/minimap/** directory in our case we take it from **patch-3.mpq** which contains the latest version since we are using a **Wrath of the Lich King** client.

Open and edit **md5translate.trs** with notepad and add the following lines where for example **CustomMap_5_5.adt** is your custom map:

**Note: CORRECT "CustomMap\map5_05.blp"** and **INCORRECT "CustomMap\map05_05.blp"**
**Note:** If your adt map tile is named **"MyMap_13_13.adt" then CORRECT would look like "MyMap\map13_13.blp"**
**Note:** Don't worry about the **"map5_05.blp"** and **DO NOT** rename it to "**CustomMap5_05.blp"**

**Add the following line in alphabetical order in this example after ChamberofAspectsRed lines as in the picture below:**

**Dir: CustomMap**
**CustomMap\map5_05.blp custommap55.blp**

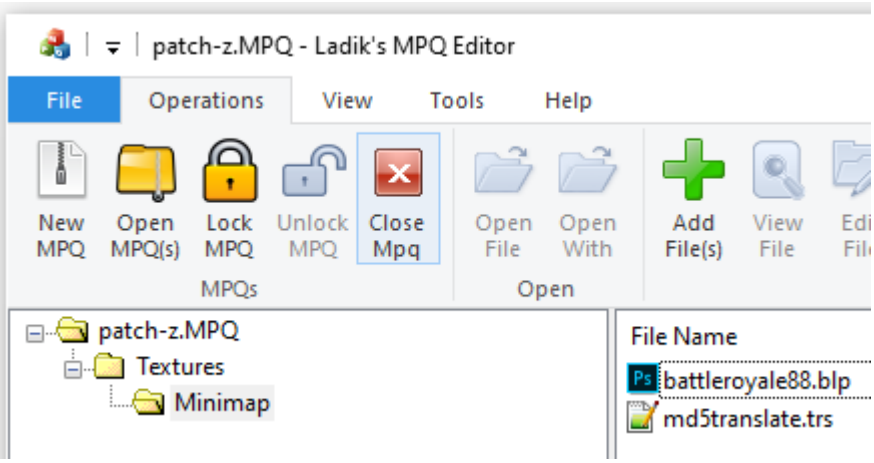
**Note: Use <TAB SPACE> between and NOT <SPACE>**

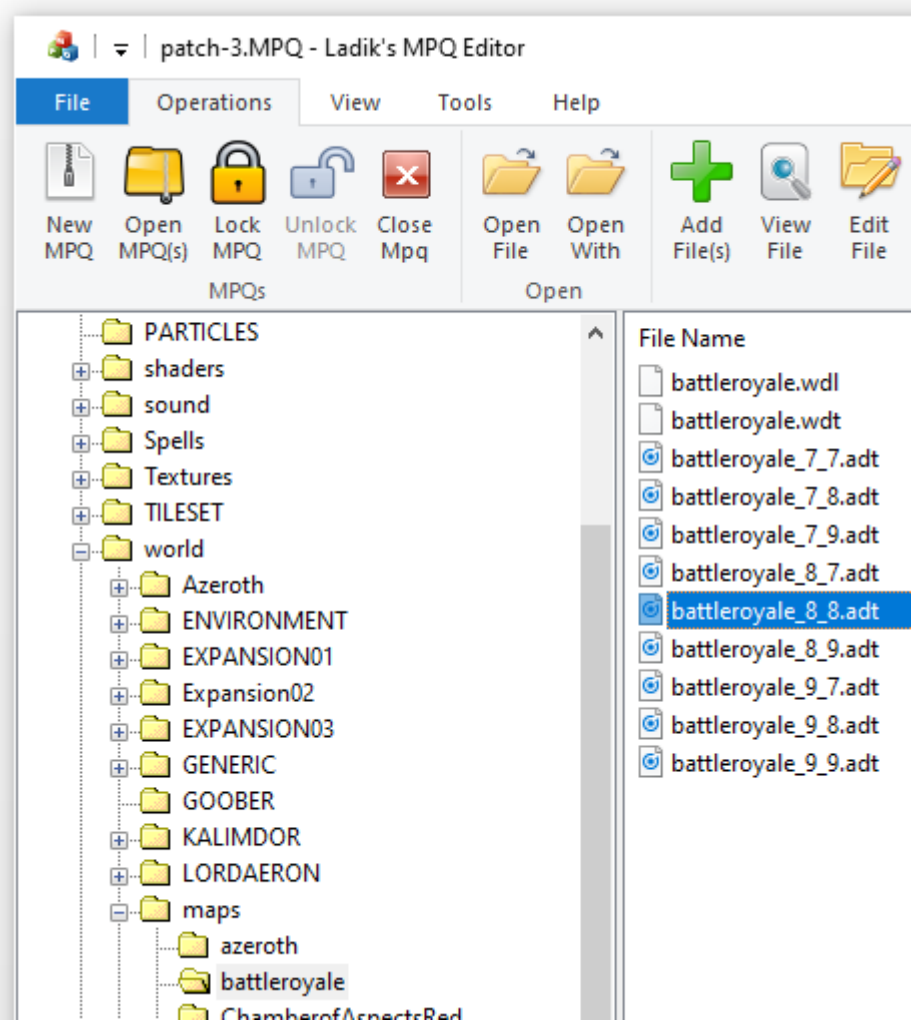
```
ChamberOfAspectsBlack\map32_26.blp  6377d32c03032f607006bfc6f50f65d2.blp
ChamberOfAspectsBlack\map32_27.blp  3522498aba0d07ff83d5c9278a4452bf.blp
dir: ChamberofAspectsRed
ChamberofAspectsRed\map29_24.blp    22d7d2ac82edfe8b340ae70b53520d04.blp
ChamberofAspectsRed\map29_25.blp    f0234cb02c89f67e6a1d49486996eac7.blp
ChamberofAspectsRed\map29_26.blp    b7fa21d7a2b21cbba5efc0cc0dbe4358.blp
ChamberofAspectsRed\map29_27.blp    2bfe4092285ad5392058ebdf277f9649.blp
ChamberofAspectsRed\map30_24.blp    bf68416cac37370146e9cf7f2344c334.blp
ChamberofAspectsRed\map30_25.blp    ea9b5e398b185cfe8f16ad6600c334bd.blp
ChamberofAspectsRed\map30_26.blp    1a05d1d80455471e6ba4550545e73086.blp
ChamberofAspectsRed\map30_27.blp    a9e207073be7da9d1283e872a177a7fc.blp
ChamberofAspectsRed\map31_24.blp    2dbbfa89cbc8defldfe038b1d64805fc.blp
ChamberofAspectsRed\map31_25.blp    5820a8b7f4cd8c0a6148f5f130739f55.blp
ChamberofAspectsRed\map31_26.blp    7ba297a897a07672570d641ad405d182.blp
ChamberofAspectsRed\map31_27.blp    fc7fff1d25d42c1de24d4539242de74b.blp
ChamberofAspectsRed\map32_24.blp    1388bdd7520f96705b5977ea87df6ff.blp
ChamberofAspectsRed\map32_25.blp    66d02315637f97baa441lace9171eb4d.blp
ChamberofAspectsRed\map32_26.blp    f1f5dbb548c3f03e5dccc6ec23c2fc86.blp
ChamberofAspectsRed\map32_27.blp    3baba8b57564bf83bcf53c01a63499c3.blp
dir: CustomMap
CustomMap\map5_05.blp   custommap55.blp
dir: DalaranPrison
DalaranPrison\map28_26.blp  804eef9a237ef59be8cef635419ae453.blp
DalaranPrison\map28_27.blp  804eef9a237ef59be8cef635419ae453.blp
DalaranPrison\map28_28.blp  804eef9a237ef59be8cef635419ae453.blp
```

**This step was to connect minimap image to your adt map tile.**

Now this is how my custom **patch-z.mpq** would look like for example I created a custom patch for my custom map named **battleroyale** where my adt file is from **patch-3.mpq** directory **world/maps/battleroyale/battleroyale_8_8.adt**

**PATCH-Z.MPQ**




**PATCH-3.MPQ**